4.69   MULTIMEDIA ENTITY (TYPE 232)‡

4.69   Multimedia Entity (Type 232)‡

ECO703   ‡The Multimedia Entity has not been tested. See Section 1.9.

The Multimedia Entity specifies the path/filename.type, and a rectangular area for display of a file or its icon. Icon behavior is implied when the actual image size is larger than the display rectangle; implementations may be designed to display a full-size image if the icon is clicked.

This entity is primarily intended to (but is not restricted to) accommodate the display of a raster image as annotation added to a drawing of the CAD product model. A typical example might be a corporate logo or design mark. IGES files that contain this entity are expected to be displayed through the use of IGES viewers capable of accessing the identified non-IGES file types; CAD (only) modeling systems may ignore the entity.

Parameter DF shall be either a Universal Resource Locator (URL) or a local file name. The file, whose data type is identified by the file name extension in parameter DF, may be any Multipurpose Internet Mail Extensions (MIME) [ISI93] data type. Displaying the referenced multimedia file requires capability for processing file data types other than IGES.

An example of a URL is "45Hhttp://server.location.net/directory/file.gif" where the file is in Graphic Interchange Format (.gif). An example of a file name is "8HFILE.GIF".

Post-processors or viewers shall adjust the scale of the image so it is centered and fits entirely within the display rectangle defined in the Parameter Data Section. Scaling shall be the same in X and Y so image aspect is unchanged; if the display rectangle is a different aspect than the image, there will be two blank spaces within the display rectangle (either on sides or top and bottom) that shall be filled with the system's background color. The image shall be displayed when DE status bits 1-2 equal 00 and shall not be displayed with DE status bits 1-2 equal 01; when the image is not displayed, the display rectangle shall be filled with the system's background color.

The Multimedia Entity shall be planar and conform to annotation entity requirements: the entity may exist in model space; however the display rectangle and referenced file shall always be displayed parallel to the view plane. The Multimedia Entity may exist in drawing space when referenced from a Drawing Entity (Type 404).

Directory Entry

Number and Name	Value
(1) Entity Type Number	232
(3) Structure	$< n.a. >$
(4) Line Font Pattern	$< n.a. >$
(5) Level	$\#, \Rightarrow$
(6) View	$\#, \Rightarrow$
(7) Transformation Matrix	$\#, \Rightarrow$
(8) Label Display Assoc.	$< n.a. >$
(9a) Blank Status	??
(9b) Subord. Ent. Switch	??
(9c) Entity Use Flag	01
(9d) Hierarchy	**
(12) Line Weight Number	$< n.a. >$
(13) Color Number	$< n.a. >$
(15) Form Number	0

Note: The Level shall be ignored if this property is subordinate (see Sections 4.98 and 1.6.1).

Parameter Data

Index	Name	Type	Description
1	DF	String	Display file Path/ file name and type extension.
2	XS	Real	Display rectangle start Point.
3	YS	Real	
4	ZS	Real	Z depth displacement from the XT, YT plane.
5	WT1	Real	Display rectangle width.
6	HT1	Real	Display rectangle height

Additional pointers as required (see Section 2.2.4.5.2).